

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

Sub P1

1. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that on the occurrence of a predefined event, the player is offered a choice of two or more different prize sets, each set containing a plurality of prize outcomes, from which prize sets a prize is to be drawn and awarded to the player, typically by a random process, wherein the prize is drawn from the prize set or sets selected by the player.
2. A gaming machine as claimed in claim 1 wherein one prize set contains one or more prize outcomes which may be identical to prize outcomes in a different prize set.
3. A gaming machine as claimed in claim 1 or claim 2 wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.
4. A gaming machine as claimed in claim 1 wherein one or more of the prize sets includes non winning prize outcomes.
5. A gaming machine as claimed in claim 4 wherein including the non winning prize outcomes, each prize set has the same number of potential outcomes.
6. A gaming machine as claimed in claim 1 wherein the game feature is triggered by the occurrence of a special combination during the base game.
7. A gaming machine as claimed in claims 1 wherein the game feature is triggered at random.
8. A gaming machine as claimed in claim 1 wherein the underlying game is selected from the group including a spinning reel game, a card game, keno, bingo, and pachinko.
9. A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on segments of wheels that can spin or simulate spinning before stopping randomly on a segment which defines the prize outcome won by the player.
10. A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on the faces of three dimensional objects or simulation thereof which are arranged to spin or turn or simulate spinning or turning before

stopping to show or indicate a face of the object which define the prize won by the player.

11. A gaming machine as claimed in claim 10 wherein the three dimensional object is a die.
- 5 12. A gaming machine as claimed in claim 1 wherein each prize set is presented differently.
13. A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on representations of board games with the player choosing which board they wish to play and wherein a random selection indicates the
- 10 number of squares around the selected board that the player will move with the square on which the player lands being the square that defines the prize outcome.
14. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control
- 15 means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that on the occurrence of a predefined event, the player is offered a choice of two or more different prize sets, each set
- 20 containing a plurality of prize outcomes, one or more of the prize sets including non winning prize outcomes, and wherein including the non winning prize outcomes, each prize set has the same number of potential outcomes, from which prize sets a prize is to be drawn and awarded to the player, typically by a random process, the sets of prizes being presented on
- 25 segments of wheels that can spin or simulate spinning before stopping randomly on a segment, wherein the prize is drawn from the wheel selected by the player.
15. A gaming machine as claimed in claim 14 wherein one prize set contains one or more prize outcomes which may be identical to prize
- 30 outcomes in a different prize set.
16. A gaming machine as claimed in claim 14 or claim 15 wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.

17. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a

5 predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that on the occurrence of a predefined event, the player is offered a choice of two or more different prize sets, each set containing a plurality of prize outcomes, and wherein each prize set has the same number of potential outcomes from which prize sets a prize is to be

10 drawn and awarded to the player, typically by a random process, wherein the prize is drawn from the prize set or sets selected by the player.

18. A gaming machine as claimed in claim 17 wherein the three dimensional object is a die.

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